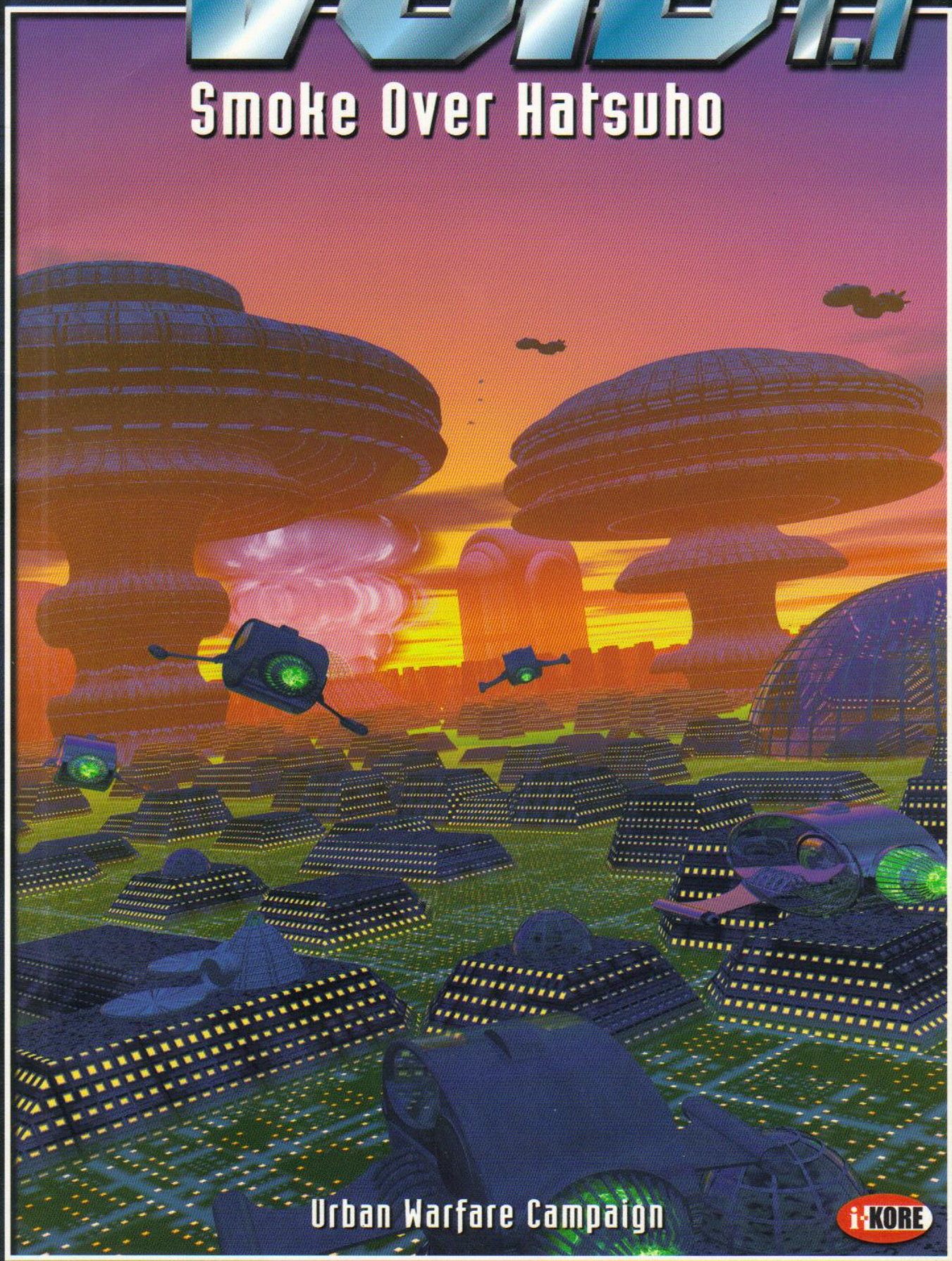
VOID™ 1.1

Smoke Over Hatsuho

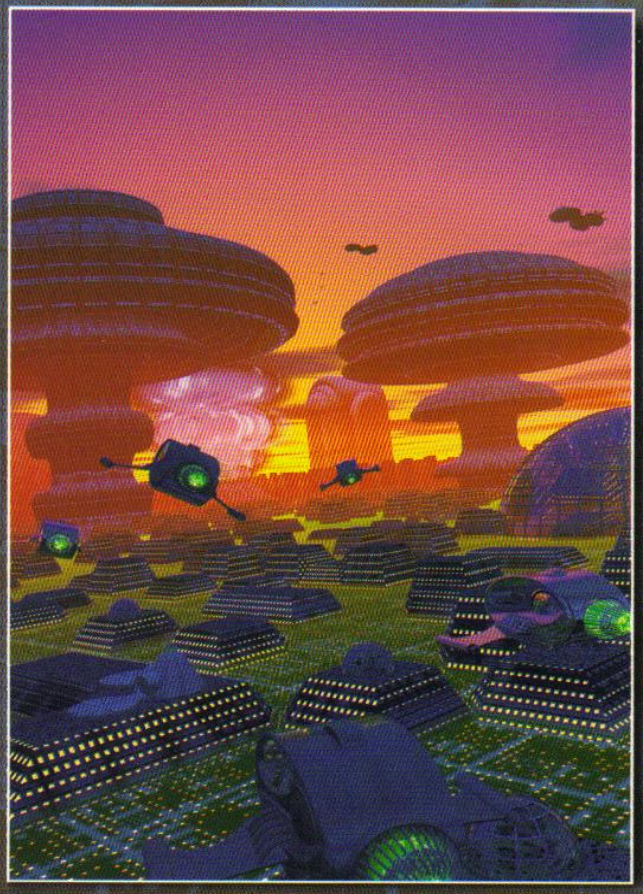


Urban Warfare Campaign

i-KORE

Void 1.1

Smoke Over Hatsuho



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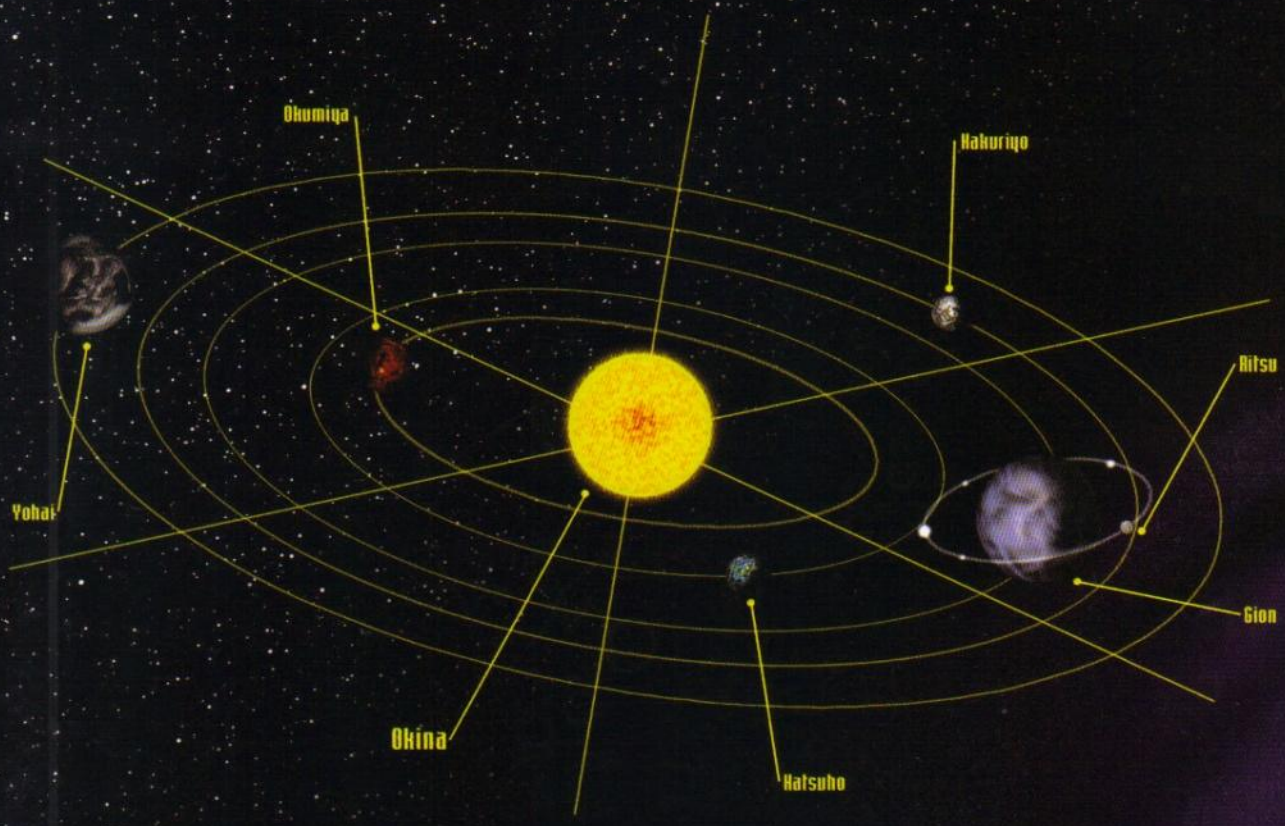
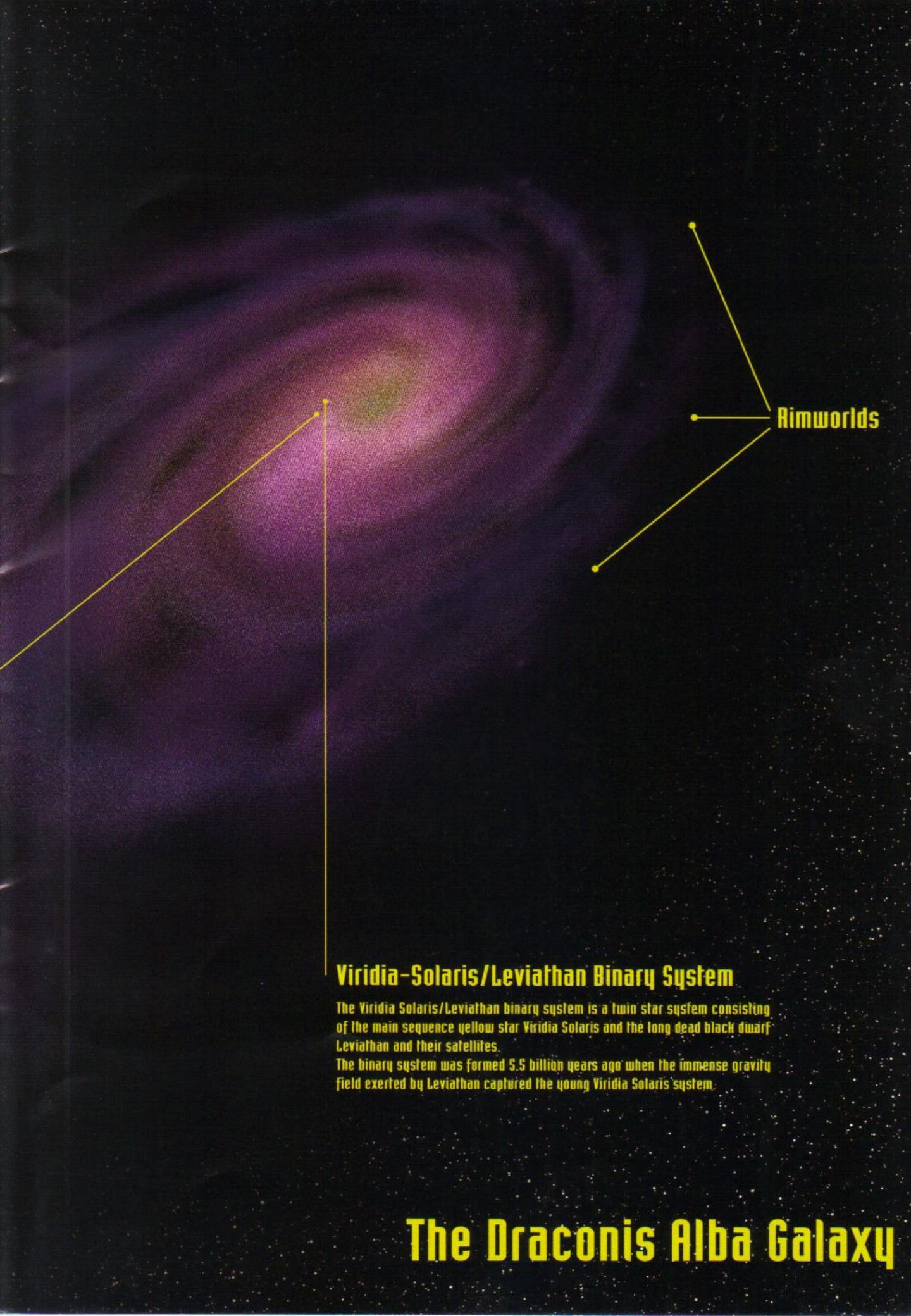


Okina System

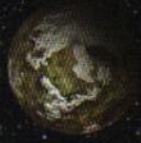
The Okina system consists of a medium sized main sequence star, surrounded by its satellites. These include the VASA export processing colony of Hatsuho, the artificial penal colony of Ritsu orbiting the gas giant Gion, and on the outermost reaches of the system lies the Yohai grav-well.



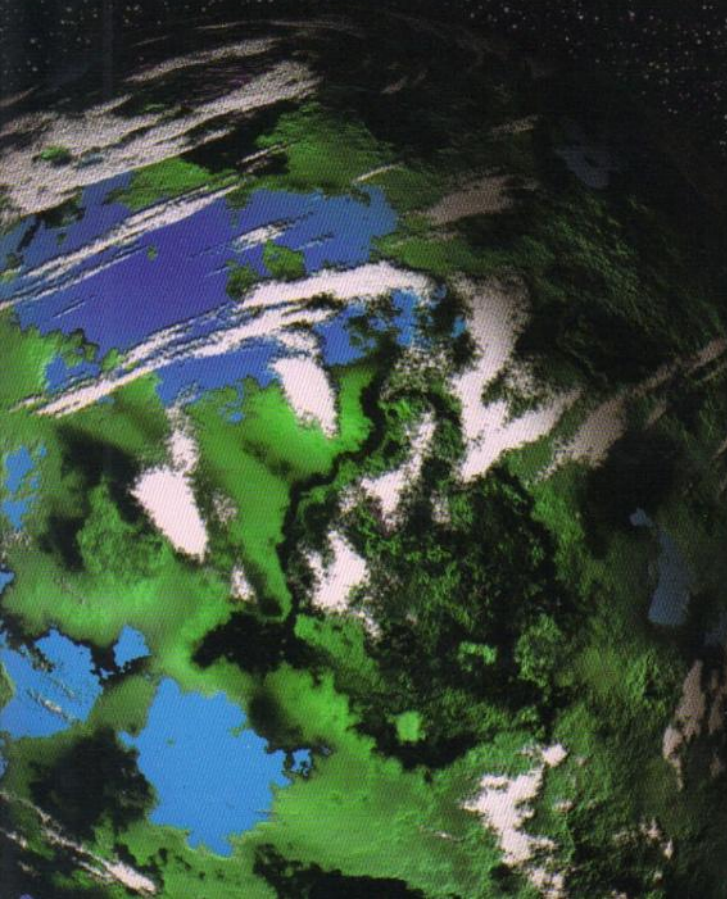
Viridia-Solaris/Leviathan Binary System

The Viridia Solaris/Leviathan binary system is a twin star system consisting of the main sequence yellow star Viridia Solaris and the long dead black dwarf Leviathan and their satellites.
The binary system was formed 5.5 billion years ago when the immense gravity field exerted by Leviathan captured the young Viridia Solaris system.

The Draconis Alba Galaxy



Hakuriyo
Type: Inert planet
Periastron: 7503 million km
Radius: 3944 km
Orbital Period: 321 Years
Population: 0
Atmosphere: None



Hatsuho
Type: VASA Conurbated Trade Colony
Periastron: 98 million km
Radius: 5934 km
Orbital Period: 247 days
Population: 6.3 billion
Atmosphere: Terraformed

Ritsu

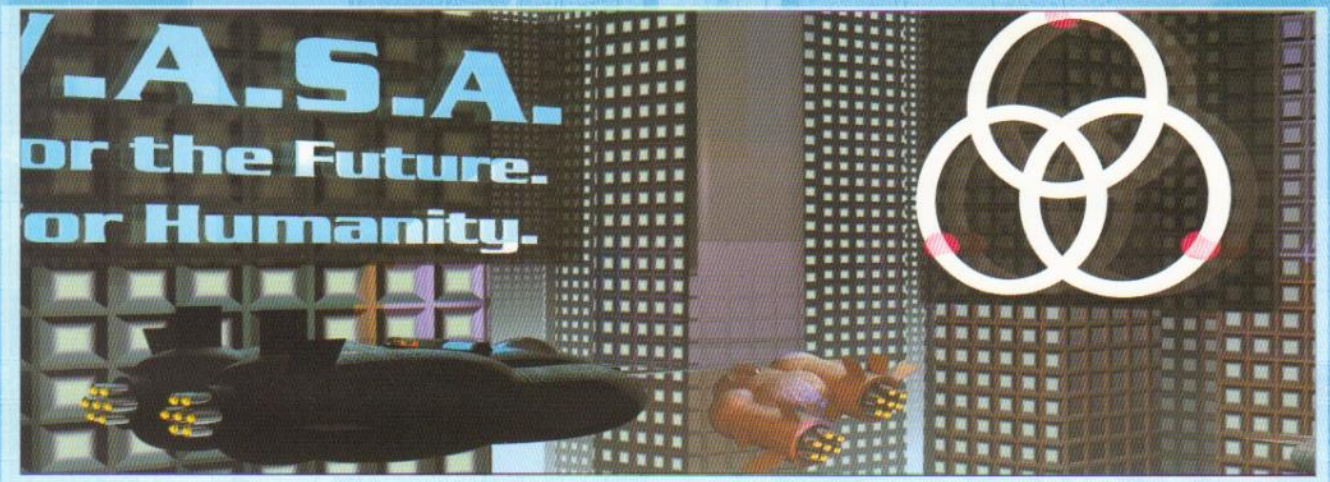
Type: Artificial Moon Penal Colony
Perigee: 76,000 km
Radius: 212 km
Orbital Period: 25 days
Population: 176k prisoners, 1,200 guards
Atmosphere: Processed

Gion

Type: Gas Giant
Periastron: 3322 million km
Radius: 32,017 km
Orbital Period: 92 years
Population: 0
Atmosphere: Dense storms
Moons: Ritsu & 28 minor moons

Yohai

Type: Massive Body Grav-Well
Composition: Ice & Rock
Gate Magnitude: 4.1
Radius: 27,318 km
Mass: 2.01e25 kg
Atmosphere: None



Background

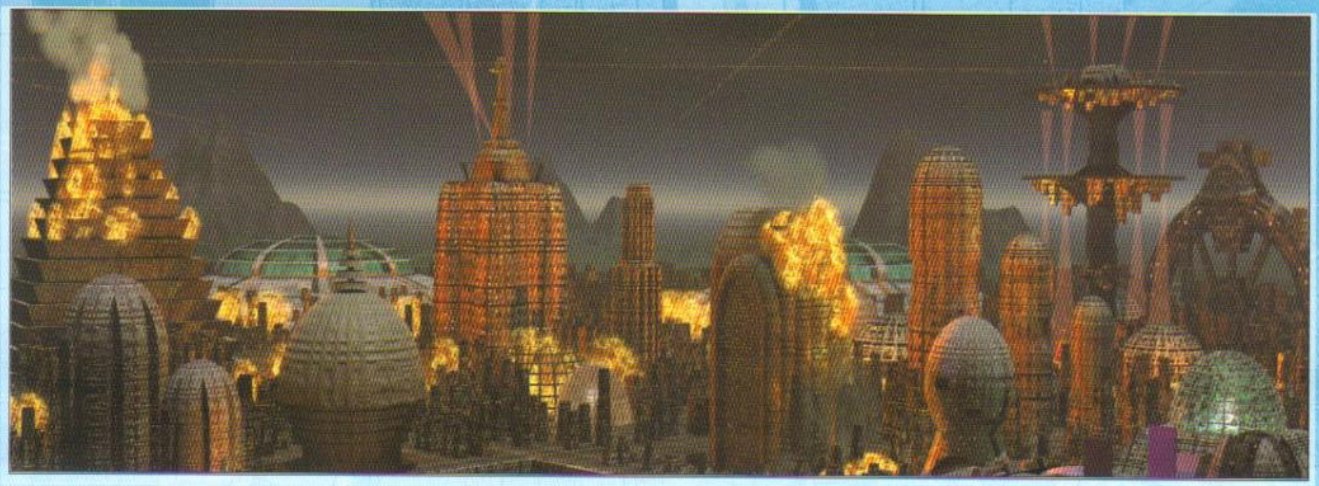
Hatsuho is a medium-sized planet with a mild climate. The polar ice caps are large, and where the flinty, infertile soil hasn't been overgrown with VASA pod complexes, the land is rugged and mountainous. If it weren't for the geo-thermal energy constantly filtering to the surface in the form of numerous hot springs and geysers, Hatsuho would be an ice planet. Most of the liquid water on Hatsuho is subsurface, and only comes up in the form of these springs and geysers, and also as boiling mud. Because of the proximity of the nearby Yohai grav-well, VASA has turned Hatsuho into an export processing zone.

Export processing zones exist near grav-wells that don't quite have the magnitude to make them major galactic trade arteries. Instead, they act as stop off points for long-haul convoys. To attract development and trade throughout these systems VASA presses the local populations into service industries for traders, whilst offering very favourable excise terms (often no tax at all, the revenue made up in the form of high-priced services and other trade arrangements). Indeed, the quality of life of the local populations anywhere is directly proportional to the amount of tax VASA levies.

As such a colony, Hatsuho has trading posts, embassies and standing garrisons representing all of the Tripartite powers, and of course VASA itself has a security presence there. However, these sorts of off-the-beaten track colony, where local populations aren't well off and life can be hard, are often hotbeds of political disquiet and revolutionary idealism. On Hatsuho there is a large underground movement of mutant worshippers, the leaders of whom covertly preach that the Koralon should be welcomed onto human colonies with no resistance. At the heart of this movement on Hatsuho are actual Koralon creatures, biding their time and waiting for the humans to grow weak before making their move.

For the past eleven weeks a radioactive storm, dense with ionising flux, has raged around the Yohai object. This has prevented vessels using the grav-well and supplies on the planet are dwindling. Cut-off from all communication and outside assistance, the local economy has collapsed and the VASA forces on Hatsuo have been forced to declare a state-of-emergency. With supplies dwindling and the meagre hydroponics facilities on the planet unable to meet the demand for food, the situation has become desperate. In a co-ordinated move, radical mutant saboteurs break into the main shipyards across Hatsuo and wreck all ships capable of grav-shunting. Having made this move, the VASA forces respond by declaring martial law.

Order breaks down as the other Tripartite powers on Hatsuho demand diplomatic immunity and their personnel converge on the customs port of Saisen, where they intend to break into cargo containers and raid any food and equipment they find. The local population also has the same idea, and seeing an opportunity to spread further discord, the Koralon faction decides to reveal itself there too. The stage is set for the first major engagement ever to take place on Hatsuho soil, as each faction sets in motion a chain of events that will become a major battle for survival over the coming days.



Urban Warfare

The following set of rules will allow you fight more challenging combats in urban situations.

Entering & Exiting Buildings

In urban combat, there is a great deal of close-in fighting, with troops taking up positions inside empty buildings or storming enemy held ones. The following rules apply:

- Troops can enter empty buildings to take up defensive positions by moving up to them. All models in the unit must be able to reach a suitable door or other way into the building on either a normal or rush move (you may not do an assault move through a door). Jump troopers may not enter a building on a jump, nor may drop troopers be deployed in a building as a drop move
- The unit is then removed from the tabletop and a counter placed on the building to show it is occupied. The unit is now said to be dug-in
- On each building's roster sheet the maximum size and number of models that can fit inside will be noted, just like troop carrying vehicles. A unit may not attempt to enter the building if it will exceed the maximum number of models allowed inside
- Unless otherwise stated on the building roster, models that can't evade may not enter a building
- Troops exit buildings by placing one model in base contact with a door or other suitable exit, then placing the rest of the squad within a radius of their normal move and cohesion. On the turn they exit they are considered to be on hold

Blocks

Some larger buildings, or rows of continuous buildings mean that you may have to make more than one move with a unit to progress from block to block. Think of these larger buildings or rows as a collection of smaller buildings with the following rules:

- If a building model is more than 8 inches tall, or 8 inches on a side, it must be spilt into blocks of no more than 8 inches on a side. Each block is treated as a separate building and has a separate profile
- A unit can move from one block to an adjoining block as a normal move.

Sec-Net Transcript. Gate 113e/Region 008-11.23.16hrs
Archive Data: Hatsuho Incident Investigation Team Evidence
Saisen Riot: Activist Leader addressing Pro-Mutant terrorists

'. . . Brothers and sisters of the new evolution, the time has finally come to reveal ourselves to the unenlightened ones. The storms in the sky are a sign that our ascension to the stars is at hand. The others are not yet ready to embrace the higher level of consciousness and the new form, so we must help those whom we can. The rest will be slaughtered like the cattle they are, to feed the new gods who are here to save us from this empty, secular world. . .'

Sec-Net Transcript. Gate 113e/Region 008-23.31.59hrs

Archive Data: Hatsuho Incident Investigation Team Evidence

Escape from Hatsuho: Decode of intercepted sub-ether broadcast to Syntha AI unit

Node Hatsuho Embassy closed
Communique to Alpha T-Synth △
000111101
09:12:18 hrs

Disseminate data to all units in △ Cell.
In accordance with Prime Diktat 11001111101, paragraph 11100011, sub-clause 100001011 of the Hatsuho Diplomatic program implement Plan β. Accompany all units to Kegare's space-port and evacuate surface. △Cell to provide support for standard and pros-thene units on assault, ensuring those with appropriate piloting upgrades sur-vive to operate escape vessels. Should △Cell survive accompany evacuees and await further programming.

Firing on Buildings

When units take up positions in buildings, they will still fire on enemy troops outside the building, and they can expect to have that fire returned. The following rules apply:When shooting at a building from outside, a unit can either target the building itself or a unit inside it

- To shoot at the building, it must be either unoccupied, or contain an enemy unit on hold orders, and the firing unit must pass a tactical awareness check
- If the building a unit wishes to fire on contains an enemy unit that isn't on hold orders, they must fire on the unit (subject to normal firing restrictions). Any damage from normal or burst fire weapons that is blocked by cover saves from enemy models is applied to the building instead. Any damage from template weapons is considered to affect the building as well as the target unit
- A unit inside a building can shoot out of it by using fire arcs, as in vehicle combat. Pick a 90 degree arc when the unit shoots, and the whole unit can target enemy models within that arc, subject to normal firing restrictions

Close Combat against Buildings

Units that are either inside or outside a building can attempt to attack it in hand-to-hand combat using the following rules:

- Units outside the building can make a charge move to attack it, provided there are no enemy models within charge range (excluding ones inside the building)
- Units inside a building can only attack it in close combat if there are no enemy units in the building, and they will suffer the consequences of any critical damage they cause (see below)
- Both the interior and exterior of all buildings counts as AS 1

Combat inside Buildings

Units will often attempt to storm buildings to clear out enemy units. The following rules apply:

Entering & Exiting an Enemy Occupied Building

- A unit can enter a building containing enemy troops subject to the rules described above for entering buildings
- If the occupying unit is on hold orders they may attempt a reaction shot
- Units in contested buildings are pinned down. To leave an occupied building a unit must first pass a CD test

Ranged Combat inside a Building

- All shooting within the building counts as short range, and all models are considered to be within LOS. All models receive a cover save equal to the buildings interior save stat from the building roster and as above, template weapons and successful cover save damage is applied to the building
- On the first round of ranged combat the unit that was said to be dug-in first receives a +1 bonus to its cover saves
- If the defender has more than one unit in the building, they can decide which of their units is closest to the shooter for targeting priorities. The attacking unit may make a tactical awareness check as usual to target further away units
- Template weapons work in a slightly more abstract fashion inside buildings. Use the table below to determine how many random models in an enemy unit are hit by template weapons

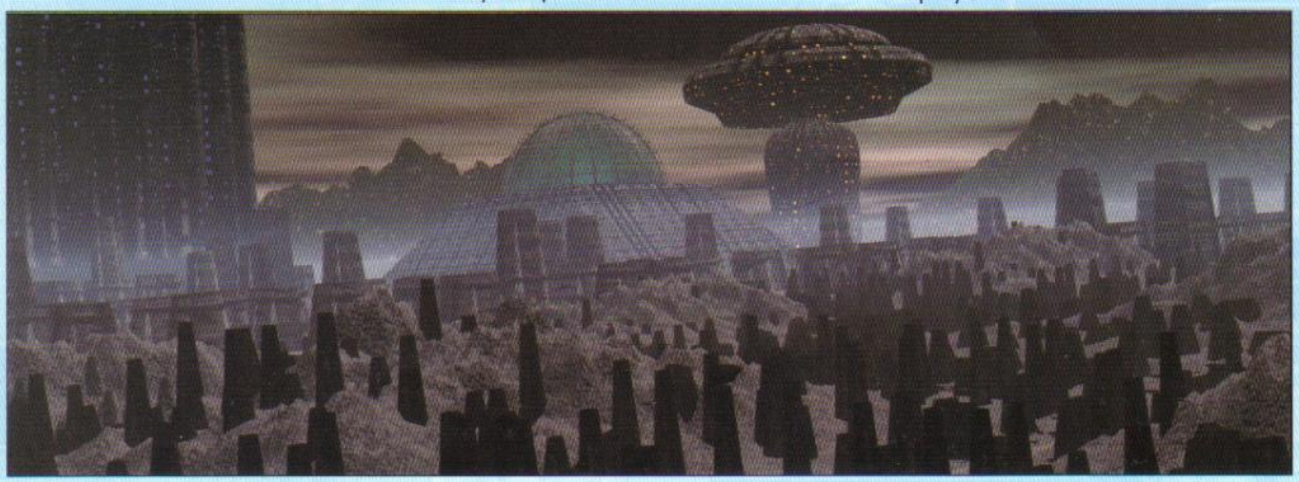
D10 Roll	1	2	3	4	5	6	7	8	9	10
Small Template	1	1	1	1	2	2	2	3	3	4
Large Template	1	1	2	2	2	3	3	4	4	5

- If you miss with a ranged template weapon, don't roll for deviation. Instead use the table above on a random unit (including the unit that fired the shot)

Close Combat inside a Building

Units inside buildings may decide that they want to make an assault move. The following rules apply:

- The interior of a building counts as a defended position regardless of which side charges
- If the defender has more than one unit in the building, they can decide which of their units is the target of the charge (assault units are likely to interpose themselves between attackers and more vulnerable units)
- A unit that is already in combat cannot be the target of a charge unless there are no free units left to charge
- Since there is no actual placement of models on the tabletop, line up combatants on one side. The attacker gets to place models in base contact first, using the normal rules for placement, but considering all enemy models to be equally close



Building Profiles

The following set of rules allows you to create profiles for buildings to use in your games. Buildings now have wounds, damage tables, and so on, and units can take shelter in them, or fight combats for ownership of them. Here is the profile template for a building:

T	W	INT	EXT	MAX NO	MAX SZ

Damage Table

1d10	Result
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

Special Rules

The entries on the profile work as follows:

Toughness (T): is used in exactly the same way as described in Void 1.1

Wounds (W): is used in exactly the same way as described in Void 1.1. When a building loses all of its wounds, replace it with an area of rough rubble terrain and place models that were inside back on the terrain, on or within their normal move of it

Interior Cover Save (INT): Models fighting ranged combats inside the building use this as their cover save

Exterior Cover Save (EXT): Models being shot at from outside the building use this as their cover save

Damage Table: This works in exactly the same way as the vehicle damage tables described in Void 1.1

All buildings count as +4 to hit when targeting them directly with ranged fire.

Here are a couple of examples of typical buildings you might want to use in your games:

Typical City Building (habitation pod, service outlet, shop, etc.)

This would have dimensions of approximately 6 inches on a side, two or more doors, two floors, and about two windows on each side of each floor. To create larger versions think of it in blocks of the same type. Adding 2 floors to the height doubles the size, the wounds stat, and the maximum number of models that can enter it. Similarly, extending the block by another 6 inches would do the same.

T	W	INT	EXT	MAX NO	MAX SZ
7	8	9+	8+	24	2

Damage Table

1d10	Result
1-5	No additional damage
6	Building Shaken. A random model inside suffers 1 dam 4 hit. Count this result as 1-5 if the building is unoccupied
7	Flying Glass and Shrapnel: The building suffers an additional wound. Also roll 1d10. On a 1-5 nothing happens, on a 6-10 one random model suffers a dam 4 hit.
8	Structural Damage: The building suffers an additional wound. A second hit in this location causes 2 additional wounds, a third 3 and so on.
9	Partial Collapse: The building takes an additional 2 wounds. All Interior cover saves are increased by +1.
10	Foundations Damaged: The building takes an additional 3 wounds. A second hit in this location destroys the building. Place the large explosion template over it to represent ng rubble, and all model within building or touched by the template suffer a dam 5 hit.

Special Rules

none

Sec-Net Transcript. Gate 113e/Region 008-06.45.28hrs Archive Data: Hatsuho Incident Investigation Team Evidence Salvage at Ebisu: Viridian sergeant helm-comm orders to troops

'. . . Okay, listen up you roughneck bastards. We're now in a survival situation. Hatsuho has descended into anarchy. That means that we have to look after ourselves. All others are potentially the enemy. We have new orders from HQ. Our No 4 garrison has captured the spaceport, but most of the medical and food supplies have been raided. We will be joining a team to recover as much as we can from the hostiles. This is not a friendly situation, you will shoot to kill. . .'

Sec-Net Transcript. Gate 113e/Region 008-19.41.25hrs Archive Data: Hatsuho Incident Investigation Team Evidence Assault on Ritsu: Title Restricted under Galactic Security Articles

Suppressor Sergeant [Name Omitted]: We . . . [Transcript Deleted] . . . a . . . [Restricted Data Access] . . . [Censored] [Censored] [Censored].

Grand Master [Name and Discipline Omitted]: So, they . . . [Level X Security Clearance Required] . . . explosion . . . [150 Year Time-Lock Placed on Data] . . . [Censored].

Suppressor Sergeant [Name Omitted]: Yes, but . . . [Transcript Deleted] . . . [Censored] [Censored] . . . surely VASA could . . . [Further Information Erased]

Grand Master [Name and Discipline Omitted]: [PUBLICATION OF THIS SECTION CARRIES A MINIMUM SENTENCE OF 4 YEARS IN A PENAL LEGION] . . . recommend in future that there be more transparency in these matters of galactic security to avoid similar disasters.

Medium Security Building (garrison block, police station, etc.)

This building would have the same sort of dimensions as the one above, but would be considerably sturdier.

T	W	INT	EXT	MAX NO	MAX SZ
8	10	8+	6+	24	3

Damage Table

1d10	Result
1-6	No additional damage
7	Building Shaken. A random model inside suffers 1 dam 4 hit. Count this result as 1-5 if the building is unoccupied
8	Flying Glass and Shrapnel: The building suffers an additional wound. Also roll 1d10. On a 1-5 nothing happens, on a 6-10 one random model suffers a dam 4 hit.
9	Structural Damage: The building suffers an additional wound. A second hit in this location causes 2 additional wounds, a third 3 and so on.
10	Foundations Damaged: The building takes an additional 3 wounds. A second hit in this location destroys the building. Place the large explosion template over it to represent flying rubble, and all model within building or touched by the template suffer a dam 5 hit.

Special Rules

Heavy Armour 4

New Rule

Any models armed with the appropriate weapons can make use of this new rule.

Covering Fire

Ranged combat units can support nearby troops on a push by pinning down an enemy unit with a barrage of fire intended to force the target to take evasive action, rather than kill it. This buys time for assault units to close in relative safety. Use the following rules:

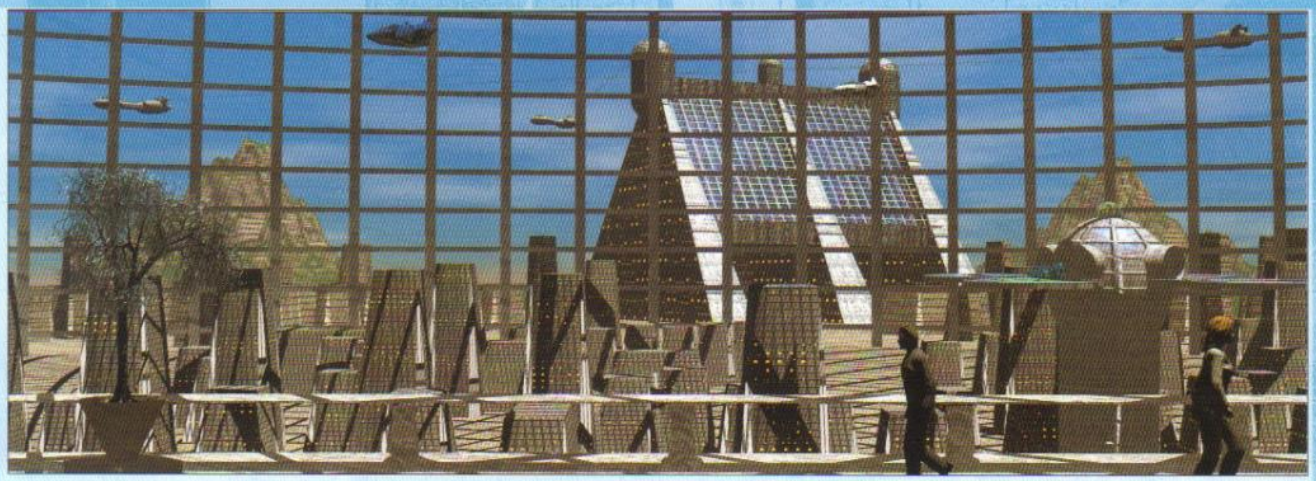
- During the shooting phase, the active unit can declare that they're providing covering fire instead of shooting to kill
- The shooting unit must pass a tactical awareness check
- If the tactical awareness check is passed the enemy unit must make a morale test. No shooting roll takes place, and no casualties are incurred
- If the morale test is failed, the enemy unit takes evasive action. It counts as having been activated and loses any hold orders

The following modifiers apply to the target unit's morale check:

- -1 for every enemy model in the shooting unit armed with a weapon that is in range and LOS
- Template effect weapons do not count, and they may make a separate tactical awareness check to fire normally on the same or a different unit. Work this out after the covering fire check
- -1 for every additional to hit dice on weapons in the shooting unit (e.g. chain guns, blasters, etc.)
- +1 for every model in the target unit
- +2 for being in cover

Covering fire does not work on the following targets:

- Models that cannot evade
- Models that are Immune to Panic or Fearless



Campaign Rules

Because 'Smoke over Hatsuho' is a campaign, your forces will fight a number of different battles. An individual unit may fight in all the battles or in none of them. The choice is yours. You will start the campaign with a pool of units that you can draw from throughout the campaign, but as the casualties pile up, your available forces will dwindle. It's up to you as the commander to make decisions on how many units to deploy in any given scenario-can you afford to commit a particular unit? On the other hand, can you afford not to? Use the following rules to build and fight with your 'Smoke over Hatsuho' campaign force:

- At the beginning of the campaign make a force list with a value of 3,000 points, using the normal rules for building an army. Don't worry if you don't have enough models for a 3,000 point force, you can re-use many of the models as different units in different scenarios
- You may not take any named individuals (e.g. Pi, Grendel, Helghast, etc) as part of your campaign force
- Each scenario will tell you the maximum and minimum points limit of forces you can field for that encounter
- At the end of each scenario, casualties are removed from your campaign roster. Models with multiple wounds that have been damaged (as opposed to destroyed) are assumed to have recovered in time for the next battle. You may now pool available models of the same type to create new units. In the case of units which have become illegal as a result of casualties, this is mandatory

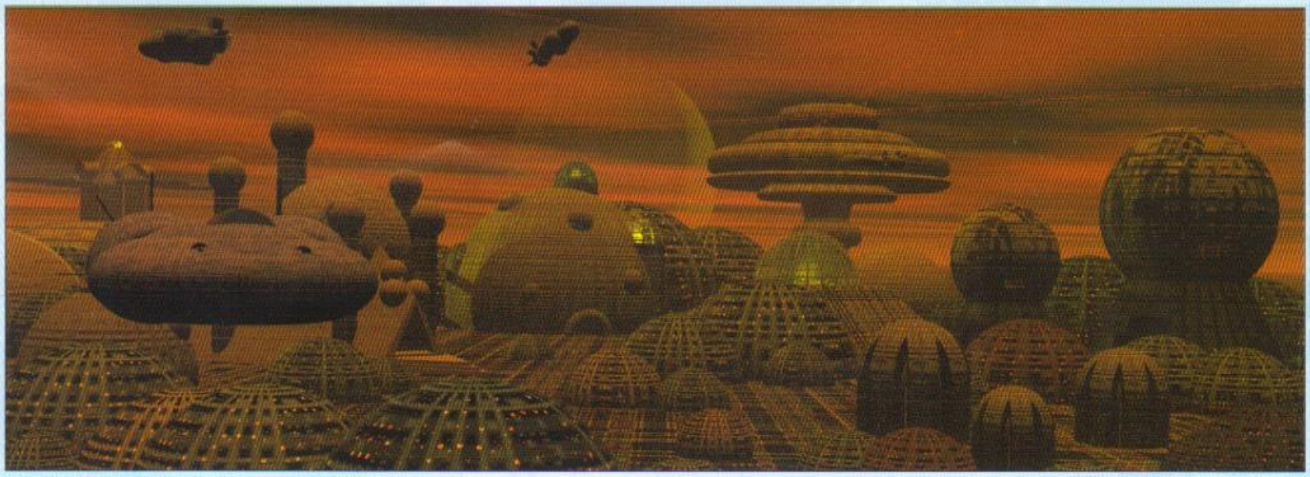
For example: A unit of Viridian Marines consisting of 6 Marines, 2 Chain Gunners and a Sergeant comes under heavy fire during a scenario. The survivors are 2 Marines, the 2 Chain Gunners and the Sergeant-no longer a legal unit according to the Void 1.1 rules. At the beginning of the next scenario, the total number of Marines available to the Viridian player are the above survivors; a full unit containing 8 Marines, a Sniper, a Rocket Launcher and a Sergeant; another unit that has suffered casualties and consists of 4 Marines, a Grenade Launcher, and a Sergeant.

To summarise, the Viridian player has a total of 14 Marines, 2 Chain Gunners, a Rocket Launcher, a Sniper, a Grenade Launcher, and 3 Sergeants. He or she decides that for the next scenario they will take two Marines units. The first will consist of 5 Marines, a Chain Gunner, a Sniper, and a Sergeant, the second of 5 Marines, a Chain Gunner, a Grenade Launcher, and a Sergeant. They leave in reserve 4 Marines, a Chain Gunner, a Rocket Launcher and a Sergeant, all of whom will be ready to join the available forces pool for the next scenario.

Sec-Net Transcript. Gate 113e/Region 008-17.01.09hrs Archive Data: Hatsuho Incident Investigation Team Evidence

Black Ops at Jinja: Enforcer addresses local population on behalf of Censor Lucius

'The Censor wishes me to assure you all that normal conditions will be restored very soon, under the jurisdiction of the Ironglass Senate. This complex will form the Senatorial Suite for now and we would request citizen volunteers to act as guards-form an orderly queue and report to the Praetorian Sergeant for your orders. Equipment will be distributed on a first come, first served basis. Failure to volunteer carries a penalty of treason and is punishable by death under Ironglass Statutory Law.'



The Saisen Riot

2 Players

3 Players

4 Players

5 Players

Deployment Maps

Light areas show available deployment zones. These are left unspecific to allow you to tailor them to the dimensions of your own gaming area.

In this scenario all the major factions involved in the uprising on Hatsuho fight a pitched battle for control of the customs port, where valuable supplies are sealed in cargo pods.

Victory Conditions

Victory conditions are as follows:

- Players receive +200 victory points for each cargo pod which they are the sole occupant of
- Players receive +100 victory points for each unoccupied cargo pod which they have an unpanicked unit closest to

Deployment Conditions & Terrain

The following table shows the ideal areas required for playing Smoke Over Hatsuo. This table applies to all scenarios. If you can't manage the sizes shown here, don't worry too much, just make an area as close as you can to the listed size:

No. of Players	Size of Playing Area
2-3	6'x4'
4+	8'x4'

The tabletop represents a port where a riot is raging, so all clear surfaces are considered to be concrete. To make your tabletop use the following rules:

- Use the suggested 'placing terrain' method from page 18 of the Void 1.1 rulebook
- The first piece of terrain each player places must be a cargo pod (as described below). This must be placed at least 8 inches away from that player's deployment area
- Other terrain types and objects include buildings, rubble, drums and containers, destroyed vehicles, wall sections and so on

Forces

- The minimum points value that any player can deploy is 500 points
- The maximum points value that any player can deploy is 1,500 points

Special Rules

- The battle lasts for four turns before looters converge on the area in force, compelling all factions to withdraw

Buildings

Except for the cargo pods, all buildings are typical city buildings.

Cargo Pod

T	W	INT	EXT	MAX NO	MAX SZ
8	10	8+	6+	16	2

Damage Table

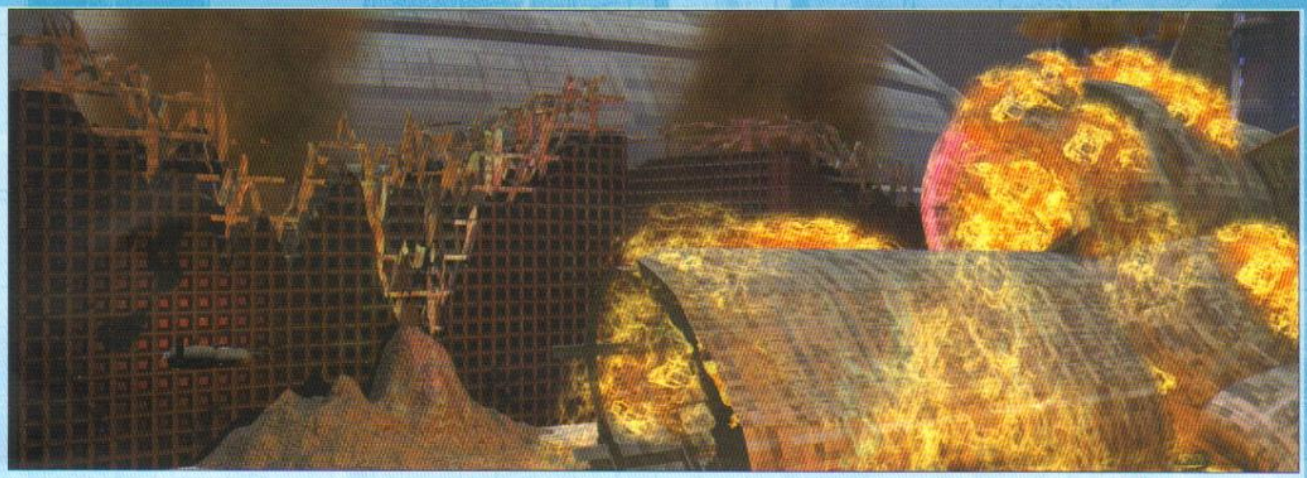
1d10	Result
1-6	No additional damage
7	Pod Shaken. A random model inside suffers 1 dam 4 hit. Count this result as 1-6 if the pod is unoccupied
8	Falling Boxes: The pod suffers an additional wound. Also roll 1d10. On a 1-5 nothing happens, on a 6-10 one random model suffers a dam 4 hit.
9	Structural Damage: The pod suffers an additional wound. A second hit in this location causes 2 additional wounds, and a third 3
10	Wall Breached: The building takes an additional 3 wounds. Additionally, it is now possible to shoot in and out of the fire arc on the pod from which the damage originated. A second hit in this location destroys the pod

Special Rules

Heavy Armour 4

The pods are locked. To enter, any models in base contact with the entrance can attempt to break-in in the close combat phase. Models declare that they are attempting to break in and attack the pod as usual. If they cause one or more wounds they have opened the door-don't count these wounds as damage on the building though, it just means they've destroyed the lock.

There is no LOS to the interior of the pod from outside, and vice-versa. Ranged combat between occupying units and enemy models is only possible inside the pod, unless a critical damage result overrides this.



Salvage at Ebisu

In this scenario the factions who lost out at Saisen seize what they can and fall back to Ebisu, a nearby town. The faction in charge of the port must now storm Ebisu to recover what it can and maintain its commanding position.

Victory Conditions

Victory conditions are as follows:

- Players receive +100 points for each building containing goods that they are the sole occupant of
- Players receive +50 points for each unoccupied building that they have a unit closest to

Deployment Conditions & Terrain

The tabletop represents a town where seized goods are being stored, so all clear surfaces are considered to be concrete. To make your tabletop use the following rules:

- Use the suggested 'placing terrain' method from page 18 of the Void 1.1 rulebook
- Player 1 is the winner of the first scenario, they always go last when placing terrain
- The first two pieces of terrain each player, except Player 1, places must be a typical city building. They may deploy one unit inside each building (subject to building occupation rules) when they place it. These buildings contain the seized goods the other players are attempting to recover
- Other terrain types and objects include buildings, rubble, drums and containers, destroyed vehicles, wall sections and so on

Forces

- The minimum points value that any player can deploy is 500 points
- The maximum points value that Player 1 can deploy is 1,000 points
- The maximum points value that other players can deploy is 750 points

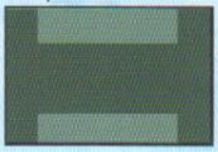
Special Rules

- The battle lasts for five turns

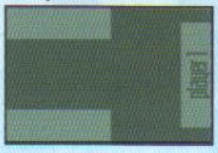
Buildings

All buildings are typical city buildings.

2 Players



3 Players



4 Players

5 Players

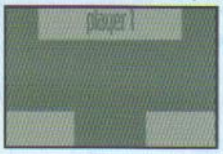
Deployment Maps

Light areas show available deployment zones. These are left unspecific to allow you to tailor them to the dimensions of your own gaming area.

Black Ops At Jinja

2 Players

3 Players



4 Players

5 Players

Deployment Maps

Light areas show available deployment zones. These are left unspecific to allow you to tailor them to the dimensions of your own gaming area.

In this scenario the faction that has accumulated the most victory points so far has won the support of the local population and established a base at the deserted Meta-Temple of Jinja. The other factions must destroy the leader of this group.

Victory Conditions

Victory conditions are as follows:

- Other players score +200 points for killing Player 1's designated leader
- Player 1 scores +200 points if their leader is alive at the end of the battle
- Players score the full points value of all enemy models killed
- Players score half the points value of any enemy models panicked or wounded at the end of the game

Deployment Conditions & Terrain

The playing area represents a dilapidated meta temple complex. Clear areas may be lawns or gardens, or roads and other concrete surfaces. To make your tabletop use the following rules:

- Use the suggested 'placing terrain' method from page 18 of the Void 1.1 rulebook
- Player 1 is the player who has accumulated most victory points so far, they always go last when placing terrain
- Other terrain types and objects include buildings, rubble, wall sections, streams, fountains and so on

Forces

- The minimum points value that any player can deploy is 500 points
- The maximum points value that any player can deploy is 750 points
- (Optional) Player 1 may include up to 500 points worth of VASA Militia, as described in the VASA Force Book. This represents the local citizens rallying around the most powerful faction in the district and only applies to this scenario. Militia survivors do not go into the available forces pool unless they are models there from the beginning on a VASA player's campaign roster

Special Rules

- Player 1 must select a model (not a vehicle or a SPOMM) to be the leader of their force
- The battle lasts four turns or until Player 1's leader is killed

Buildings

The main part of the temple complex has been destroyed in the uprising, so the action takes place in and around ancillary buildings.

Temple Pods

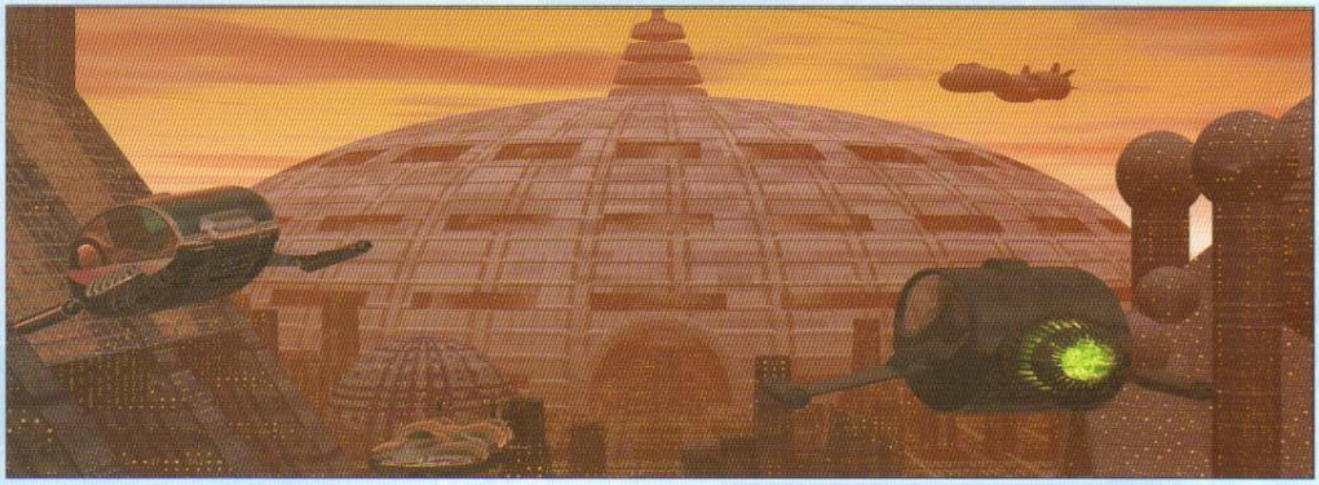
T	W	INT	EXT	MAX NO	MAX SZ
8	12	8+	6+	24	2

Damage Table

1d10	Result
1-6	No additional damage
7	Pod Shaken. A random model inside suffers 1 dam 4 hit. Count this result as 1-5 if the pod is unoccupied
8	Flying Glass and Shrapnel: The pod suffers an additional wound. Also roll 1d10. On a 1-5 nothing happens, on a 6-10 one random model suffers a dam 4 hit.
9	Structural Damage: The pod suffers an additional wound. A second hit in this location causes 2 additional wounds, a third 3 and so on.
10	Foundations Damaged: The pod takes an additional 3 wounds. A second hit in this location destroys the pod. Place the large explosion template over it to represent flying rubble, and all models within the pod or touched by the template suffer a dam 5 hit.

Special Rules

Heavy Armour 5



Escape from Hatsuho

In this scenario fighting breaks out in the capital, Kegare, as the force in control of the city attempts to evacuate the planet in the only plasma drive ships available. Other factions must fight them and one another for access to the ships.

Victory Conditions

Victory conditions are as follows:

- Players score +200 points for each hanger they are the sole occupant of at the end of the game
- Players score +100 points for having an unpanicked unit closer than anyone else to an unoccupied hanger at the end of the game
- Players score the full points value of all enemy models killed
- Players score half the points value of any enemy models panicked or wounded at the end of the game

Deployment Conditions & Terrain

The playing area represents the region of a spaceport where the hangers are located. Like just about everywhere on Hatsuho, there is evidence of violence and struggle here:

- Place one hanger entrance pod on the back edge of Player 1's deployment zone for each additional player in the game. Again, Player 1 is the player with most victory points so far
- To fill out the rest of the table use the suggested 'placing terrain' method from page 18 of the Void 1.1 rulebook
- Other terrain types and objects include spaceport buildings, rubble, wall sections, oil drums and containers, burned out vehicles and so on

Forces

- The minimum points value that any player can deploy is 500 points
- If a player has less than 500 points worth of models left on their campaign roster, they are out of the game. If all players are out at this point the campaign ends in a draw between players that were still in up to this point. If there is only one player left with over 500 points they automatically win the campaign.
- The maximum points value that any player can deploy is 1,000 points

Special Rules

- The battle lasts for six turns

Buildings

This is a relatively open area with the entrances to hangers being guarded by the spaceport defenders.

Hanger Entrances

T	W	INT	EXT	MAX NO	MAX SZ
8	12	9+	7+	36	6

Damage Table

1d10	Result
1-6	No additional damage
7	Pod Shaken. A random model inside suffers 1 dam 4 hit. Count this result as 1-6 if the pod is unoccupied
8	Roof Damaged: The pod suffers an additional wound. Also roll 1d10. On a 1-5 nothing happens, on a 6-10 one random model suffers a dam 4 hit.
9	Structural Damage: The pod suffers an additional wound. A second hit in this location causes 2 additional wounds, a third 3 and so on
10	Wall Breached: The building takes an additional 3 wounds. A second hit in this location destroys the pod

Special Rules

Models that cannot evade may enter and occupy hanger entrances

2 Players

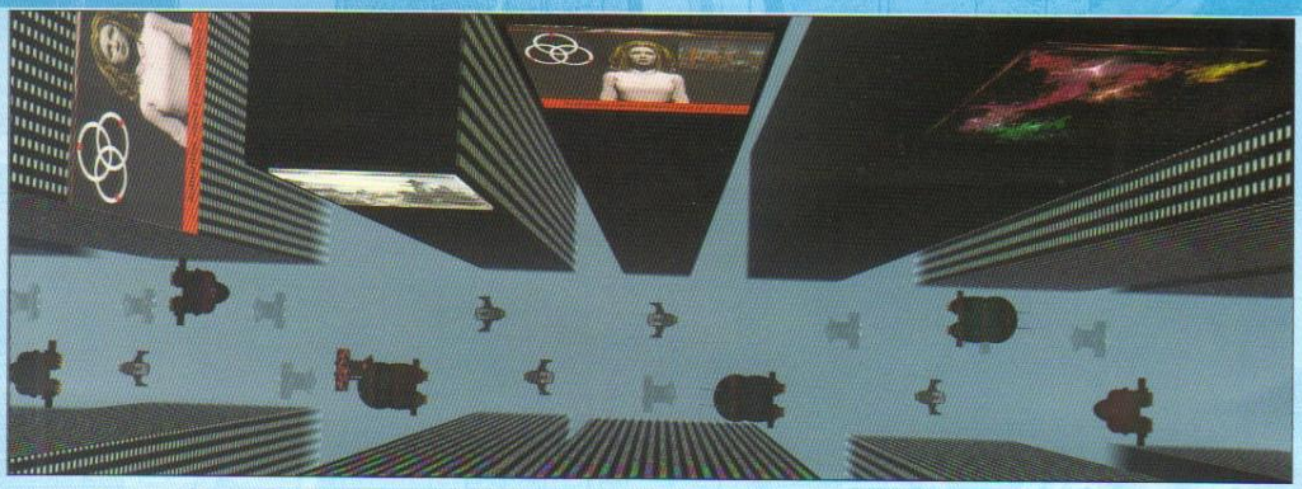
3 Players

4 Players

5 Players

Deployment Maps

Light areas show available deployment zones. These are left unspecific to allow you to tailor them to the dimensions of your own gaming area.



Assault on Ritsu

2 Players

3 Players

4 Players

5 Players

Deployment Maps

Light areas show available deployment zones. These are left unspecific to allow you to tailor them to the dimensions of your own gaming area.

The final scenario sees survivors of all factions struggling for control of the grav-drive ships docked at the penal satellite of Ritsu. The faction that managed to commandeer the most ships at Kegare begins in control of the Ritsu defence grid, which will allow them to shoot down enemy craft attempting to dock with the grav-drive ships in orbit.

Victory Conditions

Victory conditions are as follows:

- The player in control of the VR tower at the end of the game wins the campaign outright

If for any reason no-one is in control at the end (e.g. the tower is destroyed), work out victory conditions as follows:

- Players score the full points value of all enemy models killed
- Players score half the points value of any enemy models panicked or wounded at the end of the game
- Players then add these scores to their campaign totals so far, and the player with the highest score is the winner

Damage Table

1d10	Result
1-6	No additional damage
7	Pod Shaken. A random model inside suffers 1 dam 4 hit. Count this result as 1-6 if the pod is unoccupied
8	Roof Damaged: The pod suffers an additional wound. Also roll 1d10. On a 1-5 nothing happens, on a 6-10 one random model suffers a dam 4 hit.
9	Structural Damage: The pod suffers an additional wound. A second hit in this location causes 2 additional wounds, a third 3 and so on
10	Wall Breached: The building takes an additional 3 wounds. A second hit in this location destroys the pod

Special Rules

Models that cannot evade may enter and occupy hanger entrances

Deployment Conditions & Terrain

The playing area represents the VR control station for Ritsu's orbital defence batteries. This region has so far been unscathed in the fighting:

- Player 1 starts placing terrain by putting the VR control tower in the centre of the tabletop
- To fill out the rest of the table use the suggested 'placing terrain' method from page 18 of the Void 1.1 rulebook
- Other terrain types and objects include medium security buildings, wall sections, oil drums and containers, and so on

Forces

- All players deploy whatever forces they have left (provided they have the models for it and the units are legal)
- If a player has less than 500 points worth of models left on their campaign roster, they are out of the game. If all players are out at this point the campaign ends in a draw between forces that were still in up to this point. If there is only one player left with over 500 points it automatically wins the campaign

Special Rules

- There are no special rules, simply play until either the tower is destroyed or there is only one side left that can control the tower

Buildings VR Tower

T	W	INT	EXT	MAX NO	MAX SZ
8	16	7+	6+	36	2

Damage Table

1d10	Result
1-6	No additional damage
7	Targetting Computer damaged: The first two hits have no immediate effect. A third hit in this location destroys the computer and the game ends immediately. Work out who won on points.
8	Flying Glass and Shrapnel: The pod suffers an additional wound. Also roll 1d10. On a 1-5 nothing happens, on a 6-10 one random model suffers a dam 4 hit..
9	Structural Damage: The pod suffers an additional wound. A second hit in this location causes 2 additional wounds, a third 3 and so on.
10	Foundations Damaged: The pod takes an additional 3 wounds. A second hit in this location destroys the pod. Place the large explosion template over it to represent flying rubble, and all models within the pod or touched by the template suffer a dam 5 hit.

Special Rules

Heavy Armour 5

YASH
SYNTHA
KORALON
JUNKERS
VIRIDIANS

Welcome to Smoke over Hatsuho, a mini-campaign for Void 1.1. This book includes:

- Background on the VASA export colony of Hatsuho, including star maps of the Okina system in which the planet lies, and Okina's location within the Draconis Alba galaxy
- New rules for fighting combat in urban environments, including house-to-house fighting, profiles for buildings, and covering fire
- Lavish full colour CGI landscapes displaying the VASA pod complexes on and around Hatsuho
- Five linked scenarios playable by any faction from the Void universe, which build into an account of how Hatsuho descends into chaos and all out planetwide warfare when the system's grav-well is cut off by a radioactive storm

This book is a supplement for Void 1.1 miniature battle system. To use this book for playing the Smoke over Hatsuho campaign and the new rules contained within you must have access to a copy of the Void 1.1 rulebook

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